Pokémon
ORGANIZER

Pokémon®

BOX

RUBY&SAPPHIRE

NINTENDO
GAMECUBE™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button
R Button
Control Stick
C Stick
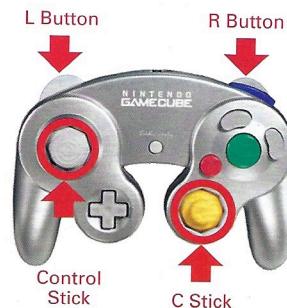
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Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

1 Player — THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

Game Boy Advance Compatible — THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

Memory Card — THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529.**
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?
1-800-521-0900
Available in U.S. and Canada - $1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

The Pokémon Company

Nintendo

CONTENTS

IMPORTANT!

• This software is NOT compatible with the Game Boy® versions of Pokémon Red, Blue, Yellow, Gold, Silver and Crystal.

ATTENTION! Additional requirements for Pokémon Box:

• A Nintendo GameCube system
• A Game Boy Advance system or Game Boy Advance SP system
• A Pokémon Ruby or Pokémon Sapphire Game Pak
• A Nintendo GameCube Game Boy Advance cable (included)
• A Nintendo GameCube Memory Card (included)

WHAT IS POKéMON BOX?

Pokémon Box Ruby & Sapphire (referred to as Pokémon Box) is a software tool for organising and sorting Pokémon which you have collected in Pokémon Ruby and Sapphire for the Game Boy Advance system.

Pokémon Box allows you to transfer Pokémon from Pokémon Ruby and Sapphire to a Nintendo GameCube Memory Card. You can also change the order of your Pokémon and check each of their STATS. You can also create your own stage to place your favorite Pokémon on and then enjoy viewing them. In addition, you can play Pokémon Ruby and Sapphire on your TV.

THINGS YOU WILL NEED

One of each of the following items are needed to use Pokémon Box:
- Nintendo GameCube system
- Game Boy Advance or Game Boy Advance SP system
- Nintendo GameCube Game Boy Advance cable (included)
- Nintendo GameCube Memory Card (included)
- Pokémon Box Ruby & Sapphire Game Disc
- Pokémon Ruby Game Pak or Pokémon Sapphire Game Pak

CAUTION! You will need to save your Pokémon Ruby and Sapphire Game Pak at a Pokémon Center in order to use Pokémon Box. When you start, please use a Game Pak that is saved at a Pokémon Center.

This game is designed to work with the Game Boy Advance handheld video game system. To connect the Game Boy Advance to the Nintendo GameCube, you will need a Nintendo GameCube Game Boy Advance cable. See the instructions that come with the cable for additional connection information.

NOTE: The Berry Program on your Game Boy Advance Pokémon Ruby or Sapphire Game Pak will be updated when you connect your Game Boy Advance (SP) system to Controller Socket 2 and then save the game to your Ruby or Sapphire Game Pak (in order for the update to be completed you must save your game). This will only happen the first time you connect. To connect your Game Boy Advance (SP) system, use the Nintendo GameCube Game Boy Advance cable and follow the instructions that appear on the screen.

PREPARATIONS FOR POKéMON BOX

HOW TO CONNECT

NINTENDO GAMECUBE Memory Card

**A Pokémon Ruby or Sapphire Game Pak**

☺ PROPER CONNECTION ☺

❶ Connect the Controller to Controller Socket 1 on the Nintendo GameCube and insert the Pokémon Box Game Disc.

❷ Insert the Memory Card into Memory Card Slot A.

❸ Turn on the power of the Nintendo GameCube.

❹ Press START/PAUSE on the Title screen. Select either GO TO POKéMON BOX or GO TO ADVENTURE and press the A Button.

❺ Connect the Nintendo GameCube Game Boy Advance cable to Controller Socket 2 on the Nintendo GameCube.

❻ Connect the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance system.

❼ Insert a Pokémon Ruby or Sapphire Game Pak in the Game Boy Advance system.

❽ Turn ON the power of the Game Boy Advance system. In case it is already on, turn it OFF and then on once again.

When Pokémon Box is used for the first time, a file that will fill up 59 blocks on the Memory Card will be created (see page 10).

❾ After a few seconds, the picture shown on the right will be displayed and the connection will begin.

❿ When the picture shown on the right is displayed on your Game Boy Advance system's screen, the connection is working properly.
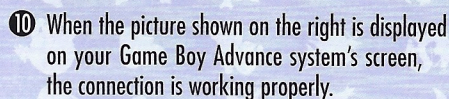
• Once the connection is complete, follow the directions on the screen and turn OFF the power of the Game Boy Advance system. When you turn OFF the power, please DO NOT unplug the Nintendo GameCube Game Boy Advance cable, Pokémon Ruby or Sapphire Game Pak, or the Memory Card.

Once all the preparations are done, it's time to enjoy the many features of Pokémon Box.
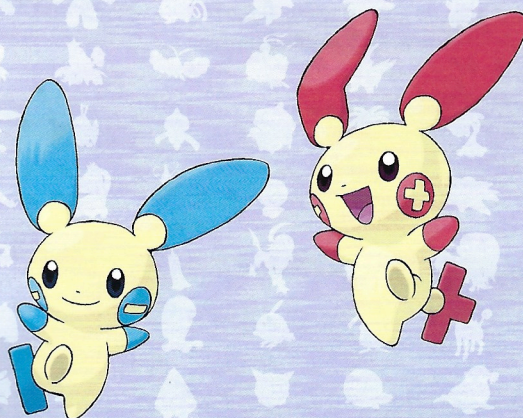
ABOUT THE MEMORY CARD

When Pokémon Box is used for the first time, a file that will fill up 59 blocks on the Memory Card will be created. The first time you select GO TO POKéMON BOX, it will ask you to confirm whether or not it is OK to create a file that will use 59 blocks on the Memory Card in Memory Card Slot A.

Press the A Button to select YES, the picture to the right will be displayed, and a file for Pokémon Box will be created.

- To save the contents of Pokémon Box, it requires 59 blocks of a Memory Card.
- Please refer to the Nintendo GameCube Instruction Booklet for directions on how to format and erase Memory Card files.
- Do not remove the Memory Card and do not turn off the power while the game is saving. Doing so will cause malfunctions to the Nintendo GameCube and/or Memory Card.

ERROR MESSAGES

The following error messages will be displayed when this software is not properly functioning. In each case, please see the chart below and follow the instructions.

Error Message	Instructions
The Memory Card in Memory Card Slot A is damaged and can't be used.	Use a different Memory Card.
The current contents of Pokémon Box can't be saved. The Game Pak data which was initially used has been changed and can't be saved.	Once you've unplugged or removed the Nintendo GameCube Game Boy Advance cable or the Pokémon Ruby or Sapphire Game Pak and you have changed the game data in it, the game data of Pokémon Box cannot be saved.
Connection error occurred. Contents can't be saved.	Confirm the connection of the Nintendo GameCube Game Boy Advance cable and your Pokémon Ruby or Sapphire Game Pak, then start over from the beginning.

CAUTION! DO NOT unplug or remove the Nintendo GameCube Game Boy Advance cable or the Pokémon Ruby or Sapphire Game Pak. Once you've saved your progress in Pokémon Ruby or Sapphire, if you unplug the cable or remove the Game Pak, you can't save the contents of Pokémon Box.

Controller Diagram (page 12)

L Button

R Button

Z Button

START/PAUSE

Y Button

NINTENDO GAMECUBE

Control Stick

+ Control Pad

X Button

C Stick

A Button

B Button

Controls List (page 13)

| Button	Function
Control Stick	Move the cursor on menu screens and windows. Select commands.
+ Control Pad	Move the cursor on menu screens and windows. Select commands.
A Button	Confirm a selection. Grab or place a Pokémon.
B Button	Cancel. Back to the previous screen.
X Button	Open the menu window (when in ARRANGE BOXES).
Y Button	Open the Stats window (when in ARRANGE BOXES). Delete a piece (when in SHOWCASE).
L Button	Switch Boxes (when in ARRANGE BOXES). Control camera (when in SHOWCASE).
R Button	Switch Boxes (when in ARRANGE BOXES). Control camera (when in SHOWCASE).
Z Button	Open the menu window (when in ADVENTURE). Take a picture (see page 25).
C Stick	Switch pages (when on the LIST screen). Control camera, change the angle and height (when in SHOWCASE).
START/PAUSE	Start the game. Return camera to the default location (when in SHOWCASE).

GO TO POKéMON BOX

Player's name and ID No.

Message Window
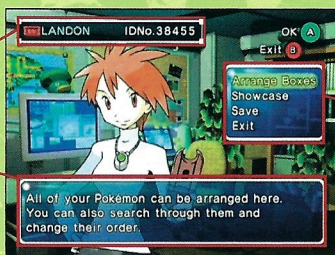
When you select GO TO POKéMON BOX on the Title screen, you'll be taken to **Brigette's Room**. In Brigette's Room, there are many features for you to enjoy. Select something on the Menu Window with the Control Stick and press the A Button to confirm.

ARRANGE BOXES

Organize your Pokémon, sort them, and change their order.

You can organize the following Boxes simultaneously:

- Boxes in Pokémon Ruby or Sapphire along with your Party Pokémon (referred to as Advance Boxes).

- Boxes in Pokémon Box (referred to as Memory Boxes). Press the B Button and select YES to go back to Brigette's Room.

The upper row are the Memory Boxes.

The lower row are the Advance Boxes.

To go to the BOX you want to organize, use the Control Stick to move the cursor up, down, left, or right. Also, use the L Button and the R Button to switch the Boxes to the left and right. The C Stick is used for moving between the Boxes.

Move the cursor to the Pokémon you want to check. Press the Y Button to display the Stats Window of that Pokémon. Press the Y Button again to close the Stats Window.

Arrange Boxes Menu Window

Press the X Button to display the Arrange Boxes Menu Window to choose either GRAB, SUMMARY, MARK, or GO TO LIST. Use the Control Stick to select and the A Button to confirm.

GRAB

You can move Pokémon by grabbing them. Set the cursor on the Pokémon you want to move and press the A Button to grab it. Move the Pokémon to where you want it and press the A Button one more time to place it there. (You don't have to select GRAB from a menu to grab a Pokémon.) If there is a Pokémon already in the spot where you want to place the one you are holding, it will be exchanged with the one you are holding. Also, holding down the A Button and dragging the cursor will allow you to grab and move multiple Pokémon.


Party Pokémon will be restored once they are stored in a Box. However, under the following conditions, you can't store your Party Pokémon:

- When you have only one Pokémon in your party.

- When a Pokémon is holding MAIL.

- When only an EGG would be left in your party after storing a Pokémon.

- When you only have fainted Pokémon in your party.

SUMMARY

You can check the detailed information of Pokémon, such as STATS and MOVES. Use the Control Stick to switch between the Pokémon Skills Screen and the Condition Screen.
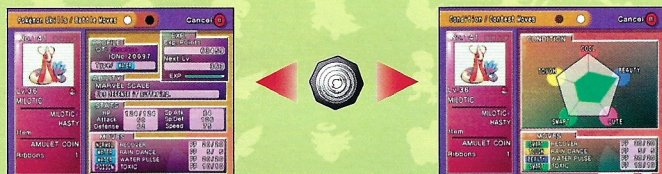
To return to the Arrange Boxes Screen, press the B Button.

MARK

You can put ● ■ ▲♥ Marks on a Pokémon. If you put a MARK on a Pokémon, you can gather together Pokémon with the same Mark to make it easier to find the Pokémon you are looking for. Select the Mark, move the cursor to OK and press the A Button to finish.

The Marks can be checked on the Summary and List Screens (see page 17).

LIST

Press the X Button on the Arrange Boxes Screen and then select GO TO LIST on the Arrange Boxes Menu Window. All Pokémon in the Memory Boxes and Advance Boxes are listed here.
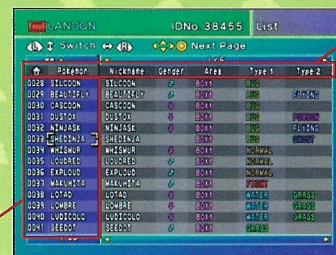
Contents

Pokémon Names

⟳ LIST SCREEN ⟲

Use the Control Stick to select between the Contents or Pokémon Name side of the List Screen and press the A Button to display the sort or order window.

When the cursor is on the Contents side, press the L Button to move the cursor to the Pokémon Name side, then press the R Button to move the cursor back to the Contents side. The C Stick is used to scroll through the pages on both sides. There are many ways to search and sort Pokémon and a lot of content to examine.

Try sorting your Pokémon a variety of ways!

To go back to the Arrange Boxes Screen, press the B Button and select YES.

You can choose the sort criteria and then arrange Pokémon based on that. Set the cursor on the column you want to sort and press the A Button. Then, select the criteria and press the A Button to set it. Once you've selected the criteria to arrange by, move the cursor to SORT and press the A Button.

Sort Criteria

List of Criteria

Sort by POKéMON

Set the cursor on POKéMON and press the A Button. You can sort in numerical or alphabetical order. Also, you can choose which Pokémon will be displayed on the List Screen. Press the A Button to open and close the Pokémon Sort Window.

Sort by POKéMON NAME

Set the cursor on a Pokémon name and press the A Button. You can sort for Pokémon of the same kind or Pokémon of the same type. Also, you can search based on their nicknames to quickly find your Pokémon.
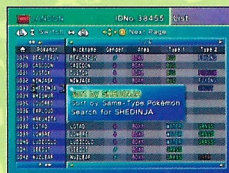
Sort by TYPE

Set the cursor on TYPE 1 and TYPE 2 and press the A Button. You can search for up to two types of Pokémon and have them listed based on the types you choose.

Sort by LEVEL

Use the C Stick to switch the page to the right, then set the cursor on LEVEL and press the A Button. You can sort the Pokémon by highest or lowest level. You can also set the exact level to sort the Pokémon by. Adjust the level up or down by pressing the Control Stick, then move the cursor to SORT and press the A Button.
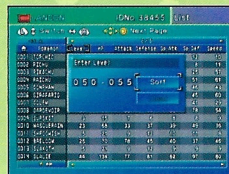
Sort by MOVE

Set the cursor on MOVE 1 through MOVE 4 and press the A Button. You can then sort for Pokémon with any Moves you select. You can select up to four Moves from the Move List and sort for Pokémon with those Moves.

Sort by ABILITY

Set the cursor on ABILITY and press the A Button to sort for Pokémon by their Ability. Choose an Ability from the list and then select SORT.

Sort by MARK

If there are any Pokémon with Marks, you can arrange them based on their Marks (see page 16). Choose the Mark you want to list and then press the A Button to sort the Pokémon.

- There is no need to set the sort criteria to the max.
- Once CLEAR is selected, the screen returns to how it was before any sorting was begun.
- CLEAR ALL can be found on the Pokémon Sort Window.

Other than what's listed above, there are additional criteria, such as GENDER and other Pokémon Skills, to arrange and sort by.

Box Menu Window

Set the cursor on the name of the Box and press the A Button to open the Box Menu Window. Press START/PAUSE to move the cursor to the name of the Box.

JUMP – Jump to another Box

You can jump to a specific Box without having to switch the screen multiple times. Select JUMP on the Box Menu Window to display the Box Selection Window. Use the Control Stick to select a Box and press the A Button to jump to it.

WALLPAPER – Change the wallpaper of a Memory Box

You can change the wallpaper of a Memory Box by selecting WALLPAPER from the Box Menu Window. Select WALLPAPER, and a variety of wallpaper will be displayed. Select a category with the A Button, and a list of that category will be displayed. Select your favorite by using the Control Stick, and then press the A Button to set it to that Box. The wallpaper of the Advance Boxes can't be changed in Pokémon Box.

NAME – Name a Box

You can name a Box by selecting NAME on the Box Menu Window. Select a character by moving the cursor and press the A Button to confirm. You can delete a character by selecting BACK or by pressing the B Button. Once the naming is done, select OK and press the A Button.
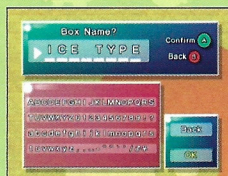
SHOWCASE

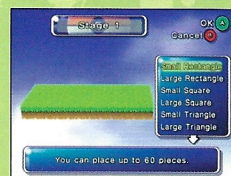Create a stage, place pieces of your Pokémon, and enjoy the view.

The Pokémon in your Memory Boxes can be placed on a stage in the form of pieces. You can then sit back and enjoy the view.

First, you need to create the stage.

Create the stage

The stages that are provided have various shapes and sizes. Select your favorite one and press the A Button.

Place a piece

You can place your favorite Pokémon on the stage with PLACE PIECE. You can create as many pieces as you want from one Pokémon.

Choose PLACE PIECE and then press the X Button anywhere on the stage. The Memory Boxes will open, but the Advance Boxes will not. Set the cursor on a Pokémon and press the A Button to grab it. The selected Pokémon will then become a piece. You can also drag the cursor while holding the A Button and select multiple Pokémon.

When you find your favorite spot, place the piece with the A Button. You can rotate the stage either left or right with the L Button and the R Button.

You can also change the height and angle of a piece. Press the A Button to grab the piece, then change the height and angle by using the C Stick.

Stage Edit

In EDIT STAGE, you can edit the background of a stage, the pattern of a stage, the design of a piece, and the music. You can also name your stage. The way to name a stage is the same as naming a Box.

Check the stage

You can enjoy viewing your pieces by rotating the camera around the stage. Use the Control Stick for horizontal movement, the C Stick to rotate the stage, the L Button to zoom out and the R Button to zoom in. You can also return the camera to its default location by pressing START/PAUSE. Use these functions to view your stage from all sides and find your favorite view. To return to the Showcase Screen, press the B Button.
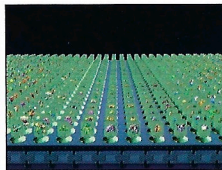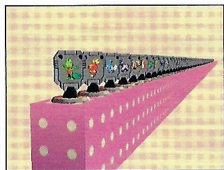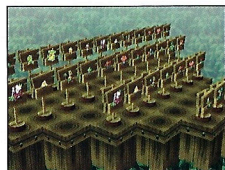
Delete the stage

You can delete a stage you've created. Please remember: Deleted stages can't be restored!

☻ FUN DISPLAYS ☻

You can save up to five stages that you have created. Here are a few Showcase examples. Create your very own Showcase and show it to your friends.
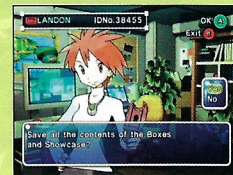
SAVE

You can save the contents including any changes you made in Pokémon Box, stages you created, and pictures you took.

You can save all the contents of the Memory Boxes, Advance Boxes, and Showcase. Also, pictures you took with TAKE PICTURES (see page 25) and the wallpaper need to be saved once you've made any changes.

Don't forget to save when you're done playing Pokémon Box! If you don't save, the Pokémon you organized, stages you created, and your favorite wallpaper will all be gone. Also, DO NOT turn the power OFF and/or remove the Memory Card while the game is saving.

CAUTION! DO NOT unplug or remove the Nintendo GameCube Game Boy Advance cable or the Pokemon Ruby or Sapphire Game Pak. Once you've saved your progress in Pokemon Ruby or Sapphire, if you unplug the cable or remove the Game Pak, you can't save the contents of Pokemon Box.

EXIT

You can exit Pokémon Box.

Go back to the Title screen. Don't forget to save the contents before you go back to the Title screen.
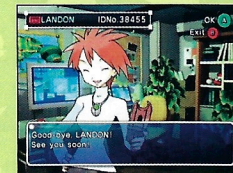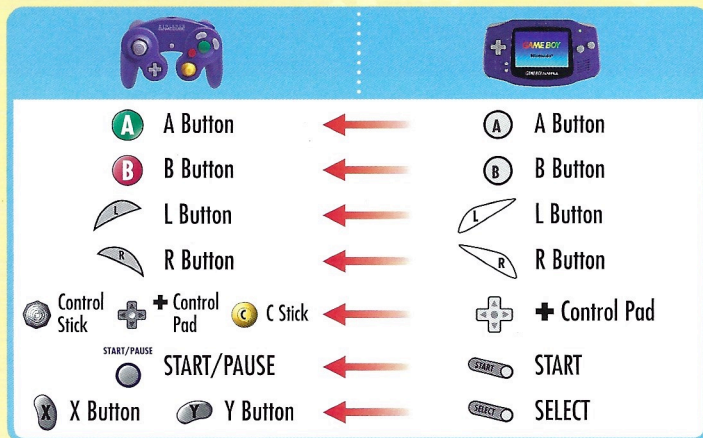
GO TO ADVENTURE

You can play Pokémon Ruby and Sapphire on your TV. Press START/PAUSE on the Title screen and select GO TO ADVENTURE on the menu. After confirming the connection, press the A Button or START/PAUSE to start the game. During this adventure, you can't use the transmission function of the game. Thus, you can't trade your Pokémon with your friends or do anything that requires multiple players.

BUTTON CONFIGURATION

The button configuration is indicated below. For individual functions of the buttons and how to proceed in the game, please refer to the Pokémon Ruby or Sapphire Instruction Booklet.

GameCube		Game Boy Advance
A A Button	←	A A Button
B B Button	←	B B Button
L Button	←	L L Button
R Button	←	R R Button
Control Stick + Control Pad		
C Stick	←	+ Control Pad
START/PAUSE	←	START START
X Button / Y Button	←	SELECT SELECT

Once the connection is complete, you can turn OFF the power on your Game Boy Advance system. Please follow the instructions on the TV and turn the power off. While in Adventure, if you do turn the power off, DO NOT remove the Pokémon Ruby or Sapphire Game Pak, unplug the Nintendo GameCube Game Boy Advance cable, or the Memory Card.
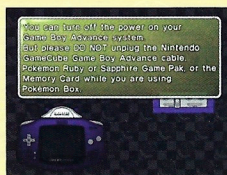
When you save the game during Adventure, please turn ON the power of your Game Boy Advance system. If the Game Boy Advance system's power is not on, the game progress can't be saved. Also, if you want to stop playing the game, press the Z Button and select QUIT.
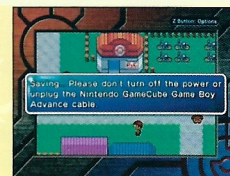
- Your progress in Pokémon Ruby or Sapphire won't be saved unless you save the contents while you are playing Pokémon Ruby or Sapphire. The game progress won't be saved, even if you save the contents in Pokémon Box.

- If you proceed in the game and try to save without connecting the Nintendo GameCube Game Boy Advance cable, the contents of the Adventure on the Nintendo GameCube system won't be saved.

TAKE PICTURES

TAKING PICTURES WHILE ON YOUR ADVENTURE

While you are playing Pokémon Ruby or Sapphire on the TV, press the Z Button and select TAKE PICTURES. Once selected, a frame will be shown. Place the frame where you want it and press the A Button to take the picture. What's inside the frame will be the picture. The picture you took can be used for the wallpaper in the Memory Boxes (one picture only). After the picture is registered, MY WALLPAPER will be added to the SPECIAL category of the WALLPAPER section. Select your favorite wallpaper for your Memory Box.
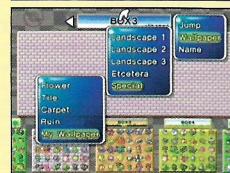
- The picture you took won't be saved unless you go to Brigette's Room and save the contents.

TAKING A PICTURE IN POKéMON BOX

You can also take a picture in Pokémon Box. Press the Z Button to display the frame. The rest is the same as in Adventure. The picture can be taken on the Arrange Boxes, List, Summary, and Showcase screens.

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www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY
Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY
Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY
Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

The Pokémon Company

Nintendo®